

Death Striker

Character Name

Necromancer 2

CLASS

2 (2)

1000 / 3000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3		
DEX Dexterity	14	+2	14	+2		
CON Constitution	14	+2	14	+2		
INT Intelligence	18	+4	18	+4		
WIS Wisdom	16	+3	16	+3		
CHA Charisma	9	-1	9	-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+2	+0	+2	+0	+0	+0	
REFLEX (dexterity)	+2	+0	+2	+0	+0	+0	
WILL (wisdom)	+6	+3	+3	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	+1	+3	+0	+0	0	
RANGED attack bonus	+3	+1	+2	+0	+0	0	
GRAPPLE attack bonus	+4	+1	+3	+0	+0	+0	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+0	1d3+3	20/x2	5 ft.

Special Properties:

*Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
Range: 30 ft.		Primary	P	M	19-20/x2	5 ft.
To Hit: +3		Damage: 1d8				
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+3	+1	-1	-3	-5	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-7	-9	-11	-13	-15	
Dam	1d8	1d8	1d8	1d8	1d8	

Special Properties: Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.

Staff (Melee, Bludgeoning, Weapon, Staff)	HAND	TYPE	SIZE	CRITICAL	REACH
	Not Carried	B	M	none/x0	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+0	+3				

Dagger (Double;-)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS/PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d4+3				
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+3	+1	-1	-3	-5
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

Maximus

Player Name

Human / Humanoid

RACE

27

Male

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Lawful Neutral

Alignment

Normal

VISION

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED									
12	12	+2	Light				Walk 30 ft.									
hit points	armor class	modifier														
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC	

TOTAL SKILLPOINTS: 31		SKILLS		MAX RANKS: 5/2.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	4	=	4	
✓ Balance	DEX	2	=	2	
✓ Bluff	CHA	-1	=	-1	
✓ Climb	STR	6	=	3	+ 3
✓ Concentration	CON	7	=	2	+ 5
✓ Craft (Untrained)	INT	4	=	4	
Decipher Script	INT	9	=	4	+ 5
✓ Diplomacy	CHA	-1	=	-1	
✓ Disguise	CHA	-1	=	-1	
✓ Escape Artist	DEX	2	=	2	
✓ Forgery	INT	4	=	4	
✓ Gather Information	CHA	-1	=	-1	
✓ Heal	WIS	3	=	3	
✓ Hide	DEX	2	=	2	
✓ Intimidate	CHA	-1	=	-1	
✓ Jump	STR	3	=	3	
Knowledge (Arcana)	INT	9	=	4	+ 5
x Knowledge (Forbidden Lore)	INT	5	=	0	+ 5
Knowledge (The Planes)	INT	6	=	4	+ 2
✓ Knowledge (Untrained)	INT	4	=	4	
✓ Listen	WIS	5	=	3	+ 2
✓ Move Silently	DEX	2	=	2	
Profession (Apothecary)	WIS	7	=	3	+ 4
✓ Ride	DEX	2	=	2	
✓ Search	INT	4	=	4	
✓ Sense Motive	WIS	3	=	3	
Spellcraft	INT	11	=	4	+ 5 + 2
✓ Spot	WIS	5	=	3	+ 2
✓ Survival	WIS	3	=	3	
✓ Swim	STR	3	=	3	
✓ Use Rope	DEX	2	=	2	
			=		+ +
			=		+ +

Conditional Skill Modifiers:
+2 bonus to Spellcraft when learning Necromancy

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Crossbow, Light	Equipped	1	4 / 35	
Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.				
Traveler's Outfit	Equipped	1	5 / 1	
This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.				
Backpack	Equipped	1	2 / 2	
30 lbs., 1 Bedroll, 1 Tent, One-person, 5 Rations (Trail/Per Day), 1 Rope, Hempen, 3 Parchment (Sheet), 1 Ink (1 Oz. Vial), 1 Inkpen				
Bedroll	Backpack	1	5 / 0.1	
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.				
Tent, One-person	Backpack	1	10 / 5	
A tent designed to shelter one Medium-size humanoid.				
Rations (Trail/Per Day)	Backpack	5	1 (5) / 0.5 (2.5)	
□□□□□				
Rope, Hempen	Backpack	1	10 / 1	
This rope has 2 hit points and can be burst with a DC 23 Strength check.				
Parchment (Sheet)	Backpack	3	0 (0) / 0.2 (0.6)	
A sheet of parchment is a piece of goat hide or sheepskin that has been prepared for writing on.				
Ink (1 Oz. Vial)	Backpack	1	0 / 8	
This is black ink. You can buy ink in other colors, but it costs twice as much.				
Inkpen	Backpack	1	0 / 0.1	
An inkpen is a wooden stick with a special tip on the end. The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.				
Bolt (10)	Equipped	3	1 (3) / 1 (3)	
□□□□□ □□□□□ □□□□□ □□□□□ □□□□□				
A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.				
Spell Component Pouch	Equipped	1	2 / 5	
This small, watertight leather belt pouch has many compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch (such as the natural pool that a druid needs to look into to cast scrying).				
Staff (Melee, Bludgeoning, Weapon, Staff)	Carried	1	0 / 0	
Dagger (Double;-)	Carried	1	1 / 2	
TOTAL WEIGHT CARRIED/VALUE		42 lbs.	65.3gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Celestial, Common, Draconic, Dwarven, Infernal	

Other Companions	

Special Qualities	
Familiar	[PH]
A wizard can obtain a familiar. A familiar is a magical beast that resembles a small animal and is unusually tough and intelligent. The creature serves as a companion and servant.	
Human Racial Traits (Ex)	[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
+2 bonus to Spellcraft when learning Necromancy	[PH]
Scribe Scroll	[PH]
At 1st level, a wizard gains Scribe Scroll as a bonus feat. This feat enables her to create magic schools (see Scribe Scroll, page 99, and Creating Magic Items, page 282 of the Dungeon Master's Guide).	
Weapon and Armor Proficiency	[PH]
Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.	

Feats	
Corpsecrafter	[Lm]
Undead you raise or create are tougher than normal.	
Each undead you raise or create with any necromancy spell gains a +4 enhancement bonus to Strength and +2 hit points per Hit Die.	
Tomb-Tainted Soul	[Lm]
Your soul is tainted by the foul touch of undeath.	
You are healed by negative energy and harmed by positive energy as if you were an undead creature. This feat gives no other penalties or benefits of the undead type.	

Scribe Scroll	
[Wizards of the Coast - Player's Handbook, p.99]	
You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the Dungeon Master's Guide for rules on scrolls.	
You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level ? its caster level ? 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.	
Alertness (Granted)	[PH]
You have finely tuned senses.	
You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.	

Proficiencies	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, NoProfReq, Quarterstaff, Ranged Spell, Spells (Ray), Spells (Touch)	

Prepared Spell List: Prepared Spells

Wizard

Level 0	Level 1
<input type="checkbox"/> Acid Splash	<input type="checkbox"/> *Backbiter (DC:15)
<input type="checkbox"/> *Preserve Organ (DC:14)	<input type="checkbox"/> *Blade of Blood
<input type="checkbox"/> *Touch of Fatigue (DC:14)	<input type="checkbox"/> Summon Undead I

Spell Book: Spellbook, Wizard's (Blank)

Wizard

Level 0	Level 1
<input type="checkbox"/> Acid Splash	<input type="checkbox"/> *Backbiter (DC:15)
<input type="checkbox"/> Arcane Mark	<input type="checkbox"/> *Blade of Blood
<input type="checkbox"/> Caltrops	<input type="checkbox"/> *Cause Fear (DC:15)
<input type="checkbox"/> Dancing Lights	<input type="checkbox"/> *Death's Call (DC:15)
<input type="checkbox"/> Daze (DC:14)	<input type="checkbox"/> *Ray of Enfeeblement
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> *Shivering Touch, Lesser
<input type="checkbox"/> Detect Poison	<input type="checkbox"/> Summon Undead I
<input type="checkbox"/> *Disrupt Undead	
<input type="checkbox"/> Electric Jolt	
<input type="checkbox"/> Flare (DC:14)	
<input type="checkbox"/> Light	
<input type="checkbox"/> *Preserve Organ (DC:14)	
<input type="checkbox"/> Prestidigitation (DC:14)	
<input type="checkbox"/> Ray of Frost	
<input type="checkbox"/> Read Magic	
<input type="checkbox"/> Resistance (DC:14)	
<input type="checkbox"/> Sonic Snap (DC:14)	
<input type="checkbox"/> *Touch of Fatigue (DC:14)	

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	3+1	—	—	—	—	—	—	—	—

LEVEL 0 / Per Day:4+0 / Caster Level:2

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Acid Splash	Conjuration (Creation) [Acid, Conjuration D1]	standard action	Instantaneous	Close (30 ft.)	PH:p.196
<small>[V, S] TARGET: One missile of acid; EFFECT: Orb deals 1d3 acid damage. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Amanuensis	Transmutation	1 standard action	10 minute/level	Close (30 ft.)	SC:p.9
<small>[V,S] TARGET: Object or objects with writing; EFFECT: Copies 250 words per minute. [SR:Yes [object]; DC:14, Will negates [object]]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Arcane Mark	Universal	1 standard action	Permanent	0 ft.	PH:p.201
<small>[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: Inscribes a personal rune [visible or invisible]. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Caltrops	Conjuration (Creation)	1 standard action	1 round/level	Close (30 ft.)	SC:p.42
<small>[V,S] TARGET: See text; EFFECT: Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light, WujenFire, Fire Shugenja]	1 standard action	1 minute [D]	Medium (120 ft.)	PH:p.216
<small>[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Creates torches or other lights. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	PH:p.217
<small>[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: Humanoid creature of 4 HD or less loses next action. [SR:Yes; DC:14, Will negates]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination [Antimagic Domain, Divination I]	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	PH:p.219
<small>[V, S] TARGET: Cone-shaped emanation; EFFECT: Detects spells and magic items within 60 ft. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Divination [Water Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.219
<small>[V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Disrupt Undead	Necromancy [Fire Shugenja, Necromancy D1]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.223
<small>[V, S] TARGET: Ray; EFFECT: Deals 1d6 damage to one undead. [SR:Yes]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Electric Jolt	Evocation [Electricity]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.78
<small>[V,S] TARGET: Ray; EFFECT: Ranged touch attack delivers 1d3 electric damage. [SR:Yes]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Flare	Evocation [Light, WujenFire, Fire Shugenja]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.232
<small>[V] TARGET: Burst of light; EFFECT: Dazzles one creature [-1 on attack rolls]. [SR:Yes; DC:14, Fortitude negates]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment) [Air Shugenja, Illusion D1]	1 standard action	2 rounds [D]	Close (30 ft.)	PH:p.235
<small>[V, S, M] TARGET: Illusory sounds; EFFECT: Figment sounds. [SR:No; DC:14, Will disbelief (if interacted with)]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Launch Bolt	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
<small>[V,S,M] TARGET: One crossbow bolt in your possession; EFFECT: Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Launch Item	Transmutation	1 standard action	Instantaneous	Touch	SC:p.130
<small>[S] TARGET: One Fine item in your possession, weighing up to 10lbs; EFFECT: Launch an item safely to the target you specify where it will act normally upon impact. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, Fire Shugenja, Evocation I]	1 standard action	20 minutes [D]	Touch	PH:p.248
<small>[V, M/DF] TARGET: Object touched; EFFECT: Object shines like a torch. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Hand	Transmutation [Earth Shugenja, .MOD, Trar]	1 standard action	Concentration	Close (30 ft.)	PH:p.249
<small>[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lb.; EFFECT: 5-pound telekinesis. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending	Transmutation [Earth Shugenja]	1 standard action	Instantaneous	10 ft.	PH:p.253
<small>[V, S] TARGET: One object of up to 1 lb.; EFFECT: Makes minor repairs on an object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation [Language-Dependent]	1 standard action	20 minutes	Medium (120 ft.)	PH:p.253
<small>[V, S, F] TARGET: 2 creatures; EFFECT: Whispered conversation at distance. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> No Light	Transmutation	1 standard action	1 minute/level	Close (30 ft.)	BV:BoVD
<small>[V, S] TARGET: 20-ft radius spread; EFFECT: Prevents normal light from illuminating. [SR:No]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Open/Close	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	PH:p.258
<small>[V, S, F] TARGET: Object weighing up to 30 lb. or portal that can be opened or closed; EFFECT: Opens or closes small or light things. [SR:Yes (object); DC:14, Will negates (object)]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Preserve Organ	Necromancy	10 minutes	24 hours	Touch	BV:BoVD
<small>[V, S, DF] TARGET: one organ; EFFECT: Protects one detached organ from decay for 24 hours. [SR:Yes; DC:14, Fortitude negates (harmless)]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Prestidigitation	Universal	1 standard action	1 hour	10 ft.	PH:p.264
<small>[V, S] TARGET: See text; EFFECT: Performs minor tricks. [SR:No; DC:14, See text]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ray of Frost	Evocation [Cold, WujenWater, Cold Domain]	1 standard action	Instantaneous	Close (30 ft.)	PH:p.269
<small>[V, S] TARGET: Ray; EFFECT: Ray deals 1d3 cold damage. [SR:Yes]</small>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1 standard action	20 minutes	Personal	PH:p.269
<small>[V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]</small>					

* =Domain/Specialty Spell

Wizard Spells

□□□□ Repair Minor Damage	Transmutation	1 standard action	Instantaneous	Touch	SC:p.173
[V,S] TARGET: Construct touched; EFFECT: Repair a construct 1 point of damage. [SR:No]					
□□□□ Resistance	Abjuration [Earth Shugenja, Abjuration Dor1	1 standard action	1 minute	Touch	PH:p.272
[V, S, M/DF] TARGET: Creature touched; EFFECT: Subject gains +1 on saving throws. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
□□□□ Silent Portal	Illusion (Glamer)	1 standard action	1 minute/level [D]	Close (30 ft.)	SC:p.190
[S] TARGET: One portal; EFFECT: Negates the sound of opening/closing any portal [door,window,etc.]. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□ Slash Tongue	Transmutation [Evil]	1 standard action	1 round	Close (30 ft.)	BV:BoVD
[V, S] TARGET: one living creature with a tongue; EFFECT: Subject takes -1 penalty on attacks, saves and check for 1 round. [SR:Yes; DC:14, Fortitude negates]					
□□□□ Sonic Snap	Evocation [Sonic]	1 standard action	Instantaneous	Close (30 ft.)	SC:p.195
[V,S] TARGET: One creature or object; EFFECT: Deal 1 pt of damage and target must save or be deafened for 1 round. [SR:Yes; DC:14, Will partial]					
□□□□ Stick	Transmutation	1 standard action	Instantaneous	Touch	SC:p.206
[V,S,M] TARGET: Nonmagical, unattended object weighing up to 5lbs; EFFECT: Sticks one object to another; see text. [SR:Yes [object]; DC:14, Will negates [object]]					
□□□□ *Touch of Fatigue	Necromancy	1 standard action	2 rounds	Touch	PH:p.294
[V, S, M] TARGET: Creature touched; EFFECT: Touch attack fatigues target. [SR:Yes; DC:14, Fortitude negates]					
□□□□ Unnerving Gaze	Illusion (Phantasm)	1 standard action	1 round/level	Close (30 ft.)	BV:BoVD
[V, S] TARGET: One humanoid; EFFECT: Subject takes -1 penalty on attacks for 1d3 rounds. [SR:Yes; DC:14, Will negates]					

LEVEL 1 / Per Day:3+1 / Caster Level:2

Name	School	Time	Duration	Range	Source
□□□□ Appraising Touch	Divination	1 standard action	1 hour/level	Personal	SC:p.15
[V,S] TARGET: You; EFFECT: +10 insight bonus to Appraise checks.					
□□□□ *Backbiter	Necromancy [WujenWood]	1 standard action	1 round/level or until discharged	Close (30 ft.)	SC:p.23
[V,S,F] TARGET: One weapon; EFFECT: When the target melee weapon is used it strikes and inflicts damage to it's wielder [auto hit]. [SR:Yes [object]; DC:15, Will negates; see text]					
□□□□ *Blade of Blood	Necromancy	1 swift action	1 round/level or until discharged	Touch	PH2:p.103
[V,S] TARGET: Weapon touched; EFFECT: Weapon deals an additional 1d6 damage, if you take 5 pts of damage the weapon deals a total of 3d6 extra damage. [SR:No]					
□□□□ *Cause Fear	Necromancy [Fear, Mind-Affecting, Fire Shu1	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	PH:p.208
[V, S] TARGET: One living creature with 5 or fewer HD; EFFECT: One creature of 5 HD or less flees for 1d4 rounds. [SR:Yes; DC:15, Will partial]					
□□□□ *Death's Call	Necromancy [Sonic]	1 standard action	Instantaneous	10 ft.	CM:p.101
[V] TARGET: 10-ft.-radius burst, centered on you; EFFECT: Scream deals 2 points of damage [more to swarms], fatigues all within 10 feet. [SR:Yes; DC:15, Fortitude partial]					
□□□□ *Ray of Enfeeblement	Necromancy [Necromancy Domain]	1 standard action	2 minutes	Close (30 ft.)	PH:p.269
[V, S] TARGET: Ray; EFFECT: Ray deals 1d6 +1 Str damage. [SR:Yes]					
□□□□ *Shivering Touch, Lesser	Necromancy [Cold]	1 standard action	2 rounds	Touch	Fr:p.104
[V,S] TARGET: Creature touched; EFFECT: Melee touch attack causes target to shiver uncontrollably and take 1d6 Dex damage. [SR:Yes]					
□□□□ Summon Undead I	Conjuration (Summoning) [Evil]	1 round	1 round/level	Close (30 ft.)	SC:p.215
[V,S,F/DF] TARGET: One summoned creature; EFFECT: Like summon monster except it summons undead from 1st level list [SR:No]					
□□□□ *Sunstroke	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	Sa:p.123
[V,S] TARGET: One living creature; EFFECT: Cause heatstroke by inflicting 2d6 points nonlethal; see text. [SR:Yes; DC:15, Fort partial; See text]					

* =Domain/Speciality Spell

Death Striker

Human

RACE

27

AGE

Male

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

/
HAIR / HAIR STYLE

PHOBIAS

/
PERSONALITY TRAITS

INTERESTS

/
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: